PlayStation

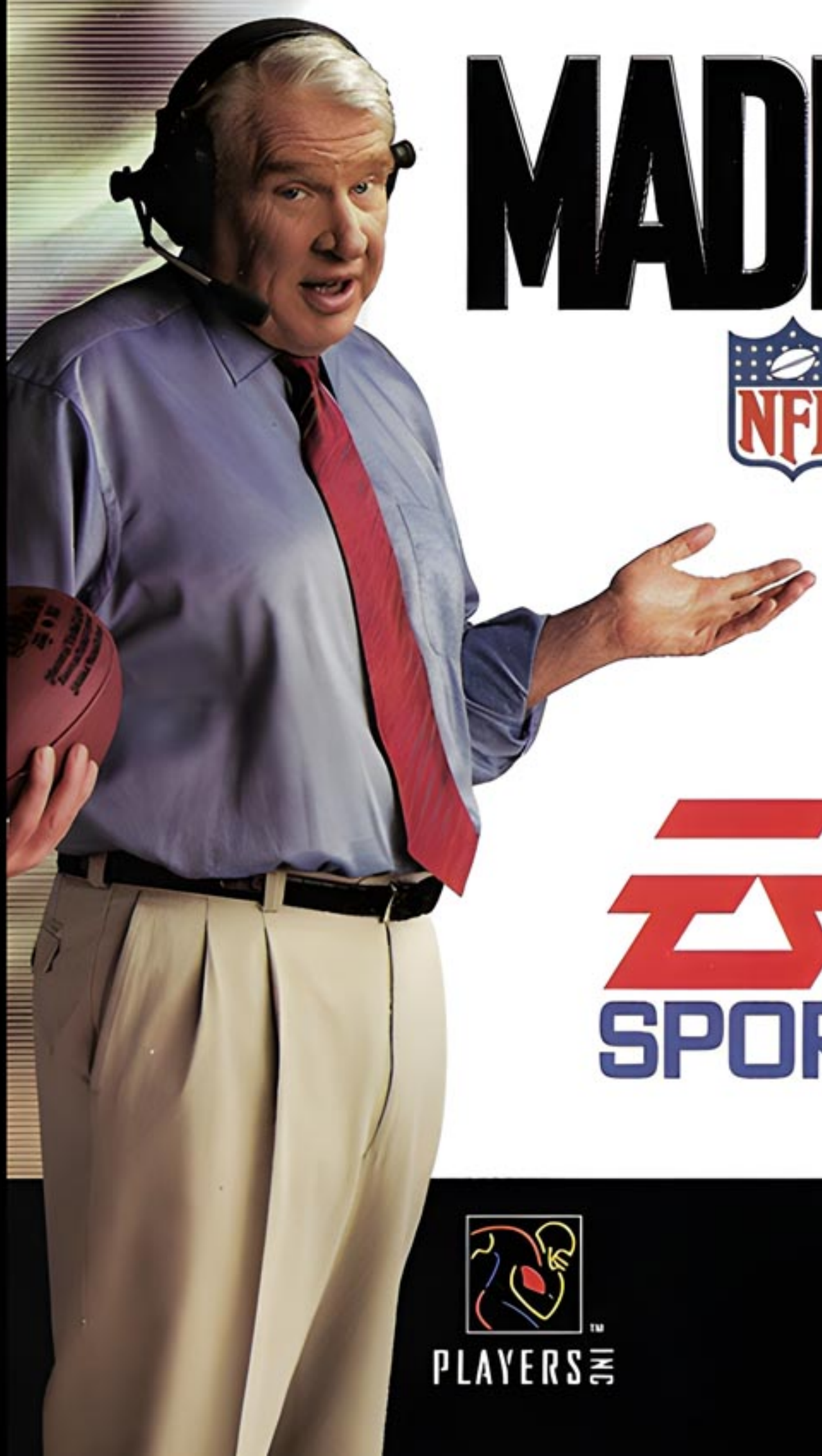
NTSC U/C

PlayStation

KIDS TO ADULTS

K-A

CONTENT RATED BY ESRB



MADDEN NFL 98

EA SPORTS

PLAYERS INC

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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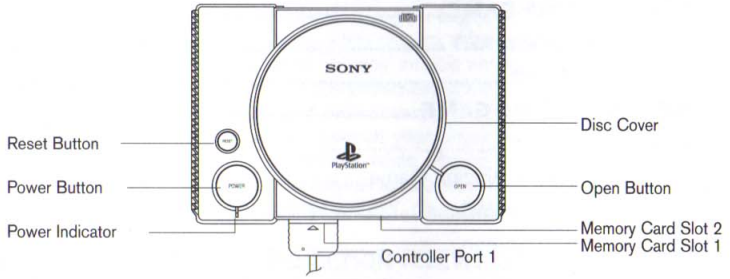
For more info about this and other titles, check out EA SPORTS™ on the web at

www.easports.com

STARTING THE GAME

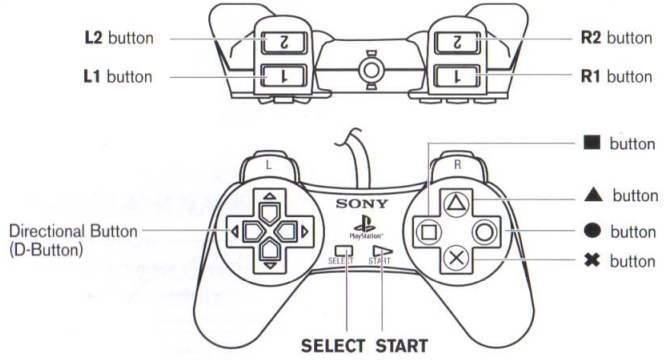


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Madden NFL™ 98* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console.

   NOTE: When using the Multi-Tap, at least one controller must be connected to Controller Port A.

   NOTE: If you connect or disconnect controller(s) after the game console is turned on, you must return to the Main menu before *Madden NFL 98* will detect them. In a multiplayer game, if a controller that was in use becomes disabled (from the Controller Select screen) then disconnected, the Pause menu appears, and gameplay will not resume until that controller is plugged back into the controller port.
4. To skip through the introductory screens and video, press **START** at each screen. The Main menu appears (➢ p. 7).

CONTROL SUMMARY



MENU CONTROLS

Action	Control
Highlight menu item	D-Button ↕
Change highlighted item	D-Button ↔
Activate highlighted item/Continue	**✖/START**
Return to previous screen/Close menu	●
Toggle control between top/bottom of screen	■ (where applicable)
Activate **Help** pop-up screen	Hold ▲
Scroll to see more information	D-Button ✣ (when arrows appear)

▶GENERAL GAMEPLAY

Pause game	**START**
Move player/Take control of highlighted player	D-Button ✣
Dive	■
Jump	▲
Call **Timeout** before the snap	**SELECT**

▶OFFENSE

Before the Snap

Call **Audible**	■, then ■, ✖, or ● (▲ to cancel)
View receivers to the left/right	**L1/R1**
Start player in **motion**	D-Button ↔
Fake snap signal	●
Snap the ball	✖

Running

Explode forward	✖
Spin	●
Dive for extra yardage	■
Jump/Hurdle	▲
Stiff arm left/right	**L1/R1**
Lateral to closest player	**R2**

Passing

Call up passing symbols	✖
Pass to receiver with appropriate control symbol	**L1**, ■, ✖, ●, or **R1** (hold for bullet pass)
Throw ball away	▲

Receiving

Control receiver closest to ball	✖
Dive for low pass	■
Jump and raise hands for high pass	▲

▶DEFENSE

Before the Snap

Call **Audible**	■, then ■, ✖, or ● (▲ to cancel)
Control a different player	✖
Call **Bump coverage**/return to normal coverage	**R1**

After the Snap

Control defender closest to the ball	✖
Power move/Power tackle	●
Dive to tackle	■
Jump to block or catch pass	▲
Swim move	**R2**

▶KICKING

Kick off/Punt/Field Goal/Extra Point

Audible left onside/normal/left onside kick (kickoff only)	■, then ■/✖/● (▲ to cancel)
Start kick meter/**Kick** ball	✖
Aim kick left/right	D-Button ↔

Receive Kick

Audible left onside/normal/left onside return (kickoff only)	■, then ■/✖/● (▲ to cancel)
Control kick receiver	D-Button
Call **fair catch**	▲ when controlling kick receiver

INTRODUCTION

EA SPORTS proudly presents *Madden NFL 98*. The number one game of 1996 comes back strong for another championship season.

Smarter. Faster. Deeper.

- ❑ New **Liquid AI**™ based on real NFL defensive playbooks and schemes.
- ❑ New **V-Poly**™ **technology** for supersonic framerates in gameplay.
- ❑ New **Touch Passing**™ QB simulator–throw a lob to lead a receiver; fire a bullet pass to hit a receiver on a timing pattern.
- ❑ Play-by-play from Pat Summerall and analysis by John Madden.
- ❑ New **Fantasy Draft**–draft your own custom teams.
- ❑ New **Iso Cam**–control any player at any time.
- ❑ Over **120 current and classic NFL teams** with updated rosters.
- ❑ 30 authentic NFL stadiums 3-D rendered.

About this Manual

We've structured this manual to include more *why* and *what* information and less *how* information–why you might want to choose different options rather than how to press the buttons. If you're not sure which buttons to press in a menu screen, press and hold ▲ to get Help.

MADDEN BOWL™–Built on the credo of 'Fame and Game', Madden Bowl is a celebrity Madden tournament held annually at the Super Bowl®. The pinnacle of competitive sports gaming, this winner-take-all slugfest features the best NFL and celebrity Madden players. Madden Bowl 97, the third annual tournament, crowned Jimmy Spencer of the Bengals as the champion. Madden Bowl 98 will be held in San Diego during Super Bowl XXXII.

SETTING UP THE GAME

MAIN MENU

The Main menu serves as control central for *Madden NFL 98*. From here you can start a game, Season, or Tournament, draft fantasy teams, or set options.

- **EXHIBITION:** Start an Exhibition game between any two teams. (➢ *Starting an Exhibition Game* on p. 10.)
- **SEASON:** Start a new NFL Season. (➢ *Season Mode* on p. 23.)
- **CUSTOM SEASON:** Realign the NFL divisions any way you want using both current and classic teams. (➢ p. 23.)
- **TOURNAMENT:** Start a new 8- or 16-team Tournament. (➢ *Tournament Mode* on p. 25.)
- **FANTASY DRAFT:** Start a new 4- or 8-team fantasy league where you draft all your players then play a tournament. (➢ *Fantasy Draft Mode* on p. 25.)
- **FRONT OFFICE:** Wheel and deal *Madden NFL* style–trade, sign, release, draft, or create players or reorder team rosters. (➢ *Front Office* on p. 27.)
- **GAME OPTIONS:** Set game, sound, and controller options. (➢ next page.)
- **BACKUP OPTIONS:** Save or load game data and manage files on your memory card(s). (➢ p. 9.)

A CONTINUE SEASON, DRAFT, or TOURNAMENT option appears at the top of the screen if you have a series in progress.

GAME OPTIONS

Options set from this menu affect Exhibition and Series games.

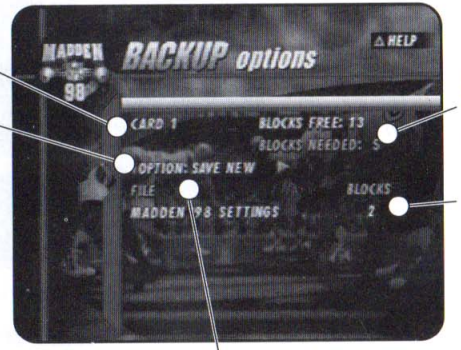
- **QTR LENGTH:** Set the game Quarter length to 3, **5**, 10, or 15 minutes. Note that during a Season, game stats reflect this length even in simulated games.

NOTE: Default options are listed in **bold** in this manual.

- **SKILL LEVEL:** How hard do you want to play–ROOKIE, **PRO**, or MADDEN?
- **INJURIES:** Toggle the possibility of player injuries **ON**/OFF. If a player is injured, the computer automatically substitutes for him.
- **MADDENISMS:** Toggle Madden's color commentary and analysis **ON**/OFF.
- **COMMENTARY:** Toggle Pat Summerall's play-by-play **ON**/OFF.
- **FATIGUE:** Toggle player fatigue **ON**/OFF.
- **USER RECORDS:** Leave User Records **ON** if you want to compile user stats and/or all-time records.
- **SALARY CAP:** Toggle Salary Cap restrictions. When **ON**, you can't sign or trade for a player whose salary will take your payroll over the cap limit.
- **TRADING DEADLINE:** This only affects Season mode. When **ON**, you can't trade players after the trading deadline.
- **SOUND FX:** Set game and menu sound effects volume. (Set to 0 to turn off sound effects.)
- **MUSIC:** Set the menu music volume.

- **SOUND OUTPUT:** Toggle audio between **STEREO** and MONO.
- **PENALTY LEVELS:** Go to the Penalty Levels screen to adjust the sensitivity of each of the penalties called in *Madden NFL 98*.
- **CONTROLLER CONFIG:** Go to the Controller Config screen to select one of four Controller setups (D-Button ↕ to select).

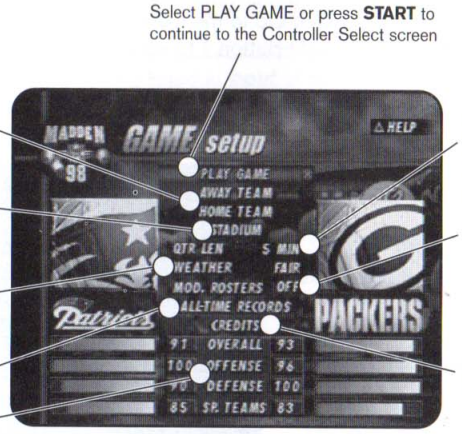
BACKUP OPTIONS



NOTE: Never insert or remove a memory card when loading or saving files.

STARTING AN EXHIBITION GAME

After you select EXHIBITION from the Main menu, the Game Setup menu appears with options for selecting the home and away teams, game parameters, and other options.



EA TIP

To get a random matchup press L2 + R2. This is a good way to keep players on even footing for a grudge match.

CONTROLLER SELECT SCREEN

Choose the team you want to control.

- To move the controller icon under the team that you want to control, D-Button ↔. To let the computer control the teams, leave the controller icon in the middle.
- To continue, press ✖ or **START**. The pregame sequence begins.

EA TIP

Player control stars are color-coded to the controller you choose from this screen. Remember the color of your controller icon.

USER RECORDS SCREEN

This screen appears if User Records are ON. Enter user records name(s) for each player to track win/loss and outstanding stats records.

1. To enter a new name or select an existing name, highlight an empty slot or existing name and press ✖.
   - To start a game without a user records name, select NONE.
   - To select letters for a name, D-Button ↔ to move left/right and D-Button ↕ to cycle through letters.
   - To de-select the name, press ●.
2. To confirm the name and continue, press ✖.

PREGAME

After the game loads, John Madden and Pat Summerall present the Weather Conditions and Keys to Victory for the upcoming contest. (Press **START** to continue at each screen.) Then the visiting team calls the coin toss:

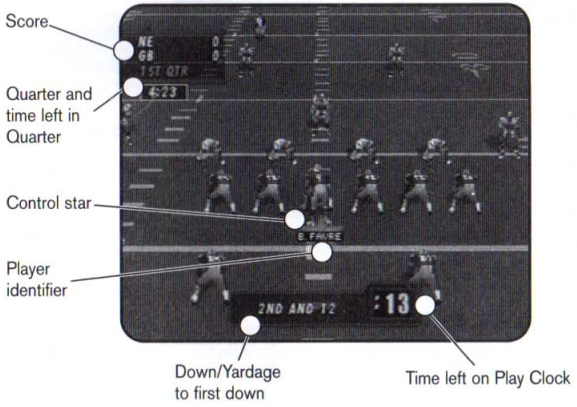
1. The visiting team selects Heads or Tails while the coin is in the air.
2. The winner of the toss selects KICK, RECEIVE, or which goal to DEFEND.
3. The loser of the toss chooses the option that the winner did not choose. For example, if the visiting team chooses to receive, the home team chooses which end of the field to defend.

After the coin toss, the Playcalling screen appears (➢ p. 14).

PLAYING THE GAME

Madden NFL 98 utilizes a TV-style presentation and competition-tested gameplay to deliver a true interactive football experience. From referee Red Cashion's calls to instant stats, drive summaries, and instant replays, if it's in the game, it's in the game™.

THE GAME SCREEN

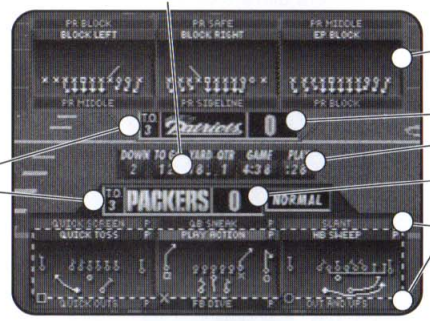


EA TIP

If your player is offscreen, an arrow the same color as your control star points toward him from the edge of the screen. D-Button in the opposite direction of the arrow to bring him back onscreen.

PLAYCALLING SCREEN

The Playcalling screen is the key to success in *Madden NFL 98*–if you don't call the right plays, it doesn't matter how well you execute them.



Defense is always at the top of the screen, offense at the bottom

To call a play:

1. Highlight a formation and press the corresponding button (■, ✖, or ●).

◆ If you choose a formation and then change your mind, press ▲ to back up and make a new selection.

EA TIP

If your opponent is watching your play selections too closely, you can fake him out. To select a play from the next window above (listed in the tabs above the current window) press L1 + ■, ✖, ●. To select a play from the next window below, press L2 + ■, ✖, ●.

❑ On offense, you pick a set followed by a formation and then the play you want to run.

◆ To run a play in the opposite direction, press **R1** to flip the plays (offense only).

2. Highlight the play you want to run and press the corresponding button.

◆ To call a timeout, press **SELECT.**

EA TIP

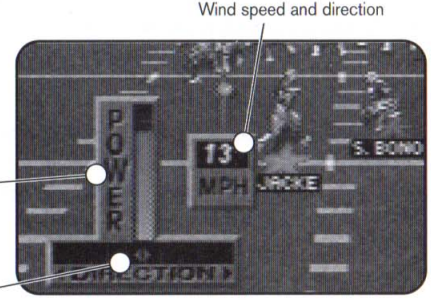
The CLOCK formation under Offensive SPECIAL plays gives you access to the QB KNEEL (run off time safely) and STOP CLOCK (QB spikes the ball) clock management plays. Kicking plays are also found under SPECIAL plays.

KICKING

Use the kick meter for kickoffs, punts, field goals, and extra point attempts.

◆ Press ✖ to start the play and set the kicker in motion

◆ Press ✖ again to kick the ball



OFFENSE

This section describes how to control your team at the line of scrimmage and execute running and passing plays

BEFORE THE SNAP

After you call a play you can look over your team at the line and call an audible if necessary.

- To **look** left/right to check out your receivers, press **L1/R1**. Passing control symbols appear below each receiver.
- To call an **audible**, press ■, then ■, ✖, or ●. (▲ to cancel and reset to the play originally called.)
- To start a player in **motion**, D-Button ↔.
- To bark a **fake snap** signal, press ●.
- To **snap** the ball, press ✖.
- To call a **timeout**, press **SELECT**.

No Huddle Offense:

- To **repeat** the last play, press and hold ✖ after the whistle blows.
- To call a **stop clock** play to spike the ball, press and hold ● after the whistle.

EA TIP

If you're playing with Fatigue ON, a bar below the QB and each receiver shows his fatigue level.

EA TIP

The L1/2 and R1/2 buttons can also be used in conjunction with ■ to call preset audibles from your current formation. L1 and L2 call various running plays, and R1 and R2 call passing plays. Experiment with the presets to find combinations that work with your style of play.

RUNNING PLAYS

You can watch the computer execute the play or you can take control of the ball carrier after the hand-off. A color-coded star and player identifier appear beneath the ball carrier.

To execute a running play:

1. When the offensive line is set, press ✖ to snap the ball. The hand-off or toss is automatic.
2. D-Button any direction to take control of the ball carrier.

To break tackles and shake defenders:

- To **dive** for extra yardage, press ■.
- To **hurdle**, press ▲.
- To **explode** for an extra burst, press ✖.
- To **spin** out of a tackle, press ●.
- To throw a **stiff arm** left/right, press **L1/R1**.
- To **lateral** to your nearest teammate, press **R2**.

EA TIP

If your quarterback is in danger of being tackled, press ■ to make him slide feet first. This keeps the quarterback from getting injured by a rough tackle.

PASSING

Hike the ball and let the computer execute the play, or move the D-Button to take control of the QB on passing plays.

To execute a passing play:

1. To snap the ball when the offensive line is set, press ✖.
2. To move the QB and take control of the play, D-Button any direction.

3. To call up the passing symbols, press ✖. A yellow symbol appears above each eligible receiver on the field. These symbols correspond to the ■, ✖, ●, **L1**, and **R1** buttons on the Controller.

Watch the receivers run their patterns on the field and throw a pass to the open man. Once the ball is in the air, a yellow crosshair appears on the field to mark the ideal reception spot.

- To **throw away** the ball if all the receivers are tightly covered, press ▲.

4. To **throw a pass** to the corresponding receiver, press ■, ✖, ●, **L1**, or **R1**.

EA TIP

With Touch Passing, the longer you hold the button, the harder the pass. Tap the button for a soft, high-arcing pass; hold for a low bullet pass. Between these two extremes is the perfect touch pass.

The receiver automatically completes his pattern toward the crosshair, attempts to make the catch, and runs upfield. While the ball is still in the air, you can manually control the designated receiver to make the catch.

To control the intended receiver:

1. To take **control** of the receiver while the ball is in the air, press ✖. A color-coded star appears on the field beneath the player.
2. D-Button any direction to guide the receiver toward the yellow crosshair.

- To **dive** for the ball, press ■.
- To **jump** and raise your hands for the ball, press ▲.

DEFENSE

While some controls remain the same on offense and defense, there are major differences as well–in both attitude and the special controls defined in this section.

BEFORE THE SNAP

After you call a play you can switch players, call audibles, and adjust your coverage options before the snap.

- To call an **audible**, press ■, then ■, ✖, or ●. (▲ to cancel.)
- To cycle **control** through the defensive players, press ✖.

NOTE: You can reposition the defensive player you control, but if you make contact with an offensive player before the ball is snapped or are past the line of scrimmage when the ball is snapped, an encroachment or offsides penalty is called.

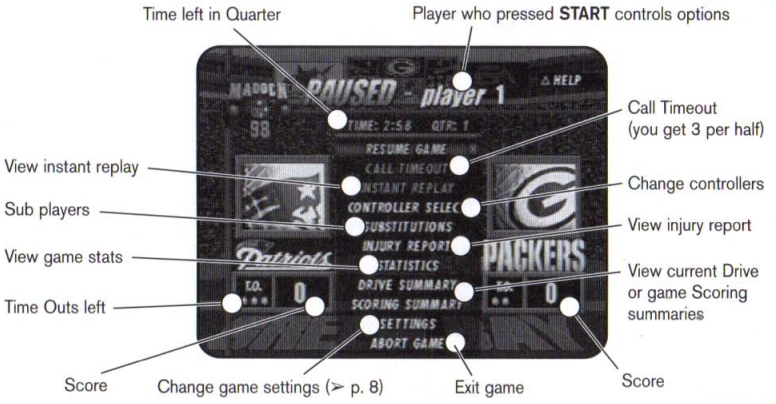
- To call aggressive **bump-and-run** pass coverage (or return to normal coverage), press **R1**.

AFTER THE SNAP

- To **control** the player closest to the ball, press ✖.
- To make a **power** move to get free or make a power tackle, press ●.
- To **dive** to make a tackle, press ■.
- To **jump** to catch or block the ball, press ▲.
- To use a **swim move** to get by a blocker, press **R2**.

PAUSE MENU

Press **START** to pause the game when you need a break or want to change options, view stats and replays, or exit the game.



SUBSTITUTIONS

Most players leave this setting on AUTO and let the computer make changes, but if you want to tinker with your lineups, this menu provides a powerful set of tools.

SUBSTITUTIONS: Leave on **AUTO** or set to MANUAL to make changes as described below.

GLOBAL OFFENSE/DEFENSE: Make roster changes that affect all formations and sets.

- To select a starting player to replace, D-Button ↕. The top of the screen lists the formations and sets the player is assigned to as either a starter (red dot) or sub (blue dot).
- To replace the player, press ✖, highlight a second player then press ✖. The players change slots.

OFFENSE/DEFENSE: Select the individual players assigned to each set and/or formation.

1. To select a formation and set, highlight a formation then D-Button ↔ to select a set.
2. To assign players for the selected formation and set, press ✖. A diagram of the formation/set appears.

- To select a player, D-Button ↔. (To cycle ratings, D-Button ↕.)
- To sub for the selected player, press ✖, highlight a second player then press ✖ again.

RESET ALL SUBS: Return all formations to the default starting lineup.

EA TIP

The bar next to each player's name shows his current fatigue level.

GAME FLOW

Halftime: The Halftime Stats screen shows the current stats while Madden comments on the action so far. Press **START** to continue.

End of the game: The final score is displayed. Press any button to go to the Postgame Analysis screen. From here, you can quit by selecting END GAME or view injuries, instant replay, stats, or a scoring summary.

GAME SETTINGS MENU

Most options are identical to those described in the Game Options menu (➢ p. 8). The unique options are described below.

- **PLAYER DISPLAYS:** Cycle the text that appears below controlled players to **BY NAME**, BY NUM(ber), BY POS(ition), or NONE.
- **EAS INSTANT REPLAY:** Toggle EA SPORTS automatic replays of big plays **ON**/OFF.
- **ANY PLAYER CONTROL:** (*Single Player only.*) Toggle ON if you want to be able to control any offensive player before the snap–be a smarter blocker, back, or receiver if you think it will help your team.
  - ◆ To cycle through players in ANY PLAYER mode, press ▲.
- **CAMERA VIEW:** Go to the Camera Settings menu to select from the available gameplay views.
- **SET OFFENSIVE/DEFENSIVE AUDIBLES:** Go to the Set Audibles screen to select the three plays you can audible at the line of scrimmage.
  - ◆ To change a play, select the play you want to change, then use the Playcalling screen at the bottom of the screen to select a new play.

EA TIP

You snap the ball the same way when you're controlling a player other than the QB—with ✖. If you're controlling a receiver during the play, you can call for the ball by pressing ✖. If the QB hasn't started throwing to someone else, he'll throw to you.

SEASON, TOURNAMENT, AND FANTASY DRAFT MODES

Madden NFL 98 contains three series modes: regular or custom Seasons, competitive multiplayer Tournaments, and a new Fantasy Draft mode where players draft complete teams then play a season against each other.

SEASON MODE

The SEASON option from the Main menu takes you to the start of a Season based on the 1997–98 NFL schedule. You can use either default or modified (i.e., rosters that reflect your trades, created players, etc.) rosters in a Season. After you select SEASON and whether or not to use modified rosters, the Season Week screen appears for Week 1 of the season.

To Create a CUSTOM SEASON:

- ◆ Select CUSTOM SEASON from the Main menu.
- ◆ To cycle through NFL divisions, press **L1/R1.**
- ◆ To cycle teams for the highlighted division slot, D-Button ↔.

In this manner, you can set up a custom NFL season league using the teams of your choice–including classic teams.

NOTE: A team can only appear in one slot during a Season. You must remove a current NFL team from its current slot (i.e., replace it with a classic team) before you can place it in another division.

SEASON WEEK SCREEN

- **PLAY WEEK:** From this screen you select the games you want to play.
  - ◆ To toggle the yellow selection symbol for games you want to play, highlight a matchup and press ■.
  - ◆ To play the first selected game, press ✖.
- **TEAM SCHEDULE:** View the Season schedule by team.
- **TEAM STANDINGS:** View standings by division, conference, or the entire league.
- **INJURY REPORT:** View a list of injured players (if any) by team.
- **SEASON STATISTICS:** View team and player stats:
  - ▷ **INDIVIDUAL STATS:** View player stats–broken down by NFL, conference, division, or team, and stat type (e.g., passing), and sorted by individual stat (e.g., passing yardage).
  - ▷ **TEAM STATS:** View comprehensive NFL team stats–down to obscure categories such as the number of two-point conversions made.
  - ▷ **TEAM RANKINGS:** View NFL and division rankings for each team.
- **PLAYER AWARDS:** View the Offensive and Defensive Players of the Week during the Season and the MVP at the end of the Season.
- **FRONT OFFICE:** Go to the Front Office screen (➢ p. 27).

NOTE: To preserve statistical integrity, you can't delete Created players in Season mode.

END OF THE SEASON

After the last game, the playoffs begin, starting with the Wildcard games, then the Division Playoffs, Conference Championships, and Super Bowl®. Before each game, the Playoff Tree screen shows the current playoff results and matchups. Once the playoffs conclude, you can play additional season(s) using your current rosters.

TOURNAMENT MODE

The TOURNAMENT option from the Main menu takes you to the start of a new 8- or 16-team single elimination Tournament.

- ◆ After you select the number of players, enter a name for each player at the Tournament Names screen.
- ◆ At the Tournament Teams screen, each player chooses which NFL team s/he controls. (The computer randomly chooses the order in which players choose.) The Tournament Menu screen appears:
  - ▷ **TOURNAMENT TREE:** Choose which games to play. D-Button ↔ to highlight a matchup, then press ✖ to play that game.
  - ▷ **TEAM STATS:** View stats for each NFL team in the Tournament.
  - ▷ **INDIVIDUAL STATS:** View stat leaders for each NFL player in the TOURNAMENT.

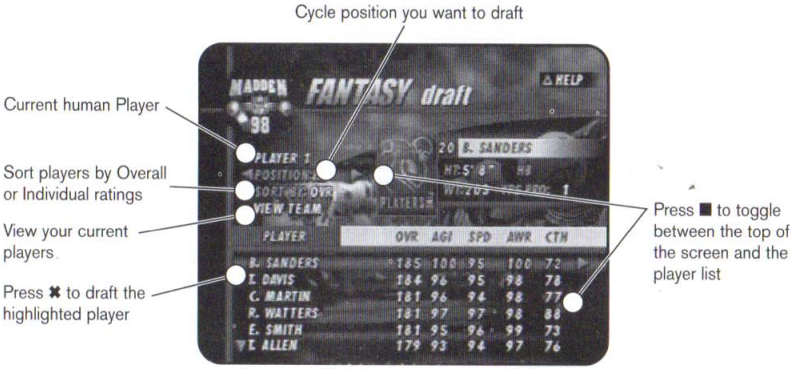
FANTASY DRAFT MODE

The *Madden NFL* FANTASY DRAFT combines the strategy of a fantasy football league with the action of Madden football. First, select a 4- or 8-team league, then select HUMAN or CPU control for each team's draft:

- Select a control type for the highlighted team, then press ✖ if you want to change the player name for the team. Press **START** to continue.
- Next, select a team name for each team from those available (✖ to confirm and advance to the next team.) The Fantasy Draft screen appears.

❑ Teams select in random order in the first round, then in the same order thereafter.

- To let the computer finish the draft for you, press **START**.



After all teams have selected complete rosters, the Play Week screen appears. A round robin tournament begins in the following format:

❑ **4 Teams**: Each team plays every other team, then all teams proceed to semi-final matchups based on their records. The winners of the semi-final games meet for the championship.

❑ **8 Teams**: Teams are split into two 4-team divisions and play in the same manner as in a 4-team tournament. The winners of each division meet for the championship.

NOTE: Any human player can control any fantasy team during gameplay, no matter who controlled the team during the draft.

[FRONT OFFICE]

FRONT OFFICE MENU

Madden NFL gives you complete control of your rosters. You can create, trade, release, and sign players subject only to salary cap restrictions.

NOTE: Front Office options are only available in EXHIBITION and SEASON modes. Roster changes within a Season don't affect the default Exhibition rosters that are saved with game preferences. Season roster changes are saved with Season data.

TRADE PLAYERS: Make a one-for-one trade between any two NFL teams.

- To cycle through NFL teams, press **L1/R1**.
- To make a trade, highlight a player and press ✖. Select a second player from another team then press ✖ again (● to cancel).

❑ If the Salary Cap is ON, you can't make a trade that will take a team over the cap limit.

EA TIP

Releasing players can give you cap space for signing a valuable free agent or Created player—or enough room to complete a trade.

- **SIGN/RELEASE PLAYER:** Sign a free agent or release a player to the Free Agent List.
- **REORDER ROSTER:** Shuffle your depth chart order to set your starting lineup and substitution order.
  - ◆ To cycle through teams, press **L1/R1**.
  - ◆ To cycle through player positions, press **L2/R2**.
  - ◆ **To swap a player's spot on the depth chart with another player**, highlight the player you want to change and press ✖ (● to cancel). Highlight another player and press ✖, and the players swap positions.
- **CREATE PLAYER:** Create a new player to your specifications:

  TEAM: Assign the player to the Free Agent List or a specific team.

  NAME: Enter the player's full name.

  POSITION: Set the player's natural position.

  NUMBER: Select the player's jersey number from those available for his position.

  HEIGHT/WEIGHT: Select the player's size.

  HANDED: Select the player's strong hand.

  SKIN: Select player's skin tone.

EA TIP

You can sub a player away from his natural position, but we don't recommend moving him very far. Moving a tackle to defensive end may be OK, but don't try him at safety...

- ◆ To continue to a second screen of ratings, select CONTINUE.

❑ Player ratings default to **40** on a scale of 1–99. As you increase each rating level, the overall pool decreases. When the pool reaches 0, you cannot increase any rating levels.

NOTE: Each position has a different set of ratings. The rating maximums are derived from the highest rated player in each position, so certain ratings cannot be set at 100. Also note that the number of points in the pool varies randomly.

- ◆ When you've set the ratings at the levels you want, press ✖ to confirm. A popup screen shows you the player's salary and gives you a chance to save and exit or cancel.

- **DRAFT PLAYER:** This option lets you draft *NCAA Football 98* players you've Created and saved to a file on a memory card. Select the appropriate memory card file from the list that appears, then select the Created player you wish to draft. The player becomes available from the Free Agent List.
- **DELETE PLAYER:** Delete a Created player from the list of saved players.

EA TIP

You don't have to use up all the points in the pool. Assign high ratings only where they're most valuable—this makes the game more realistic and also gives you lower salaries to absorb in your cap.

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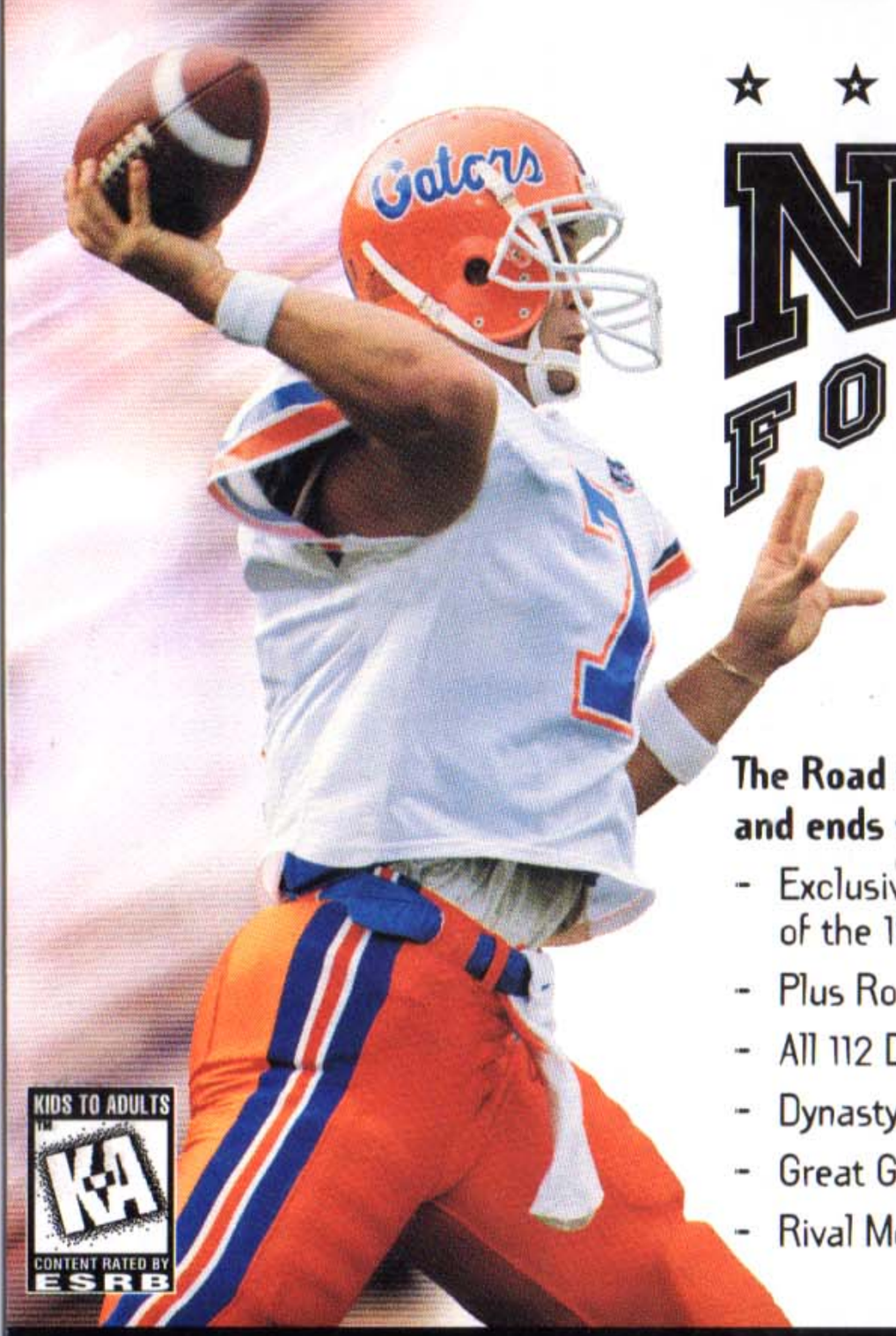

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